

DECEMBER

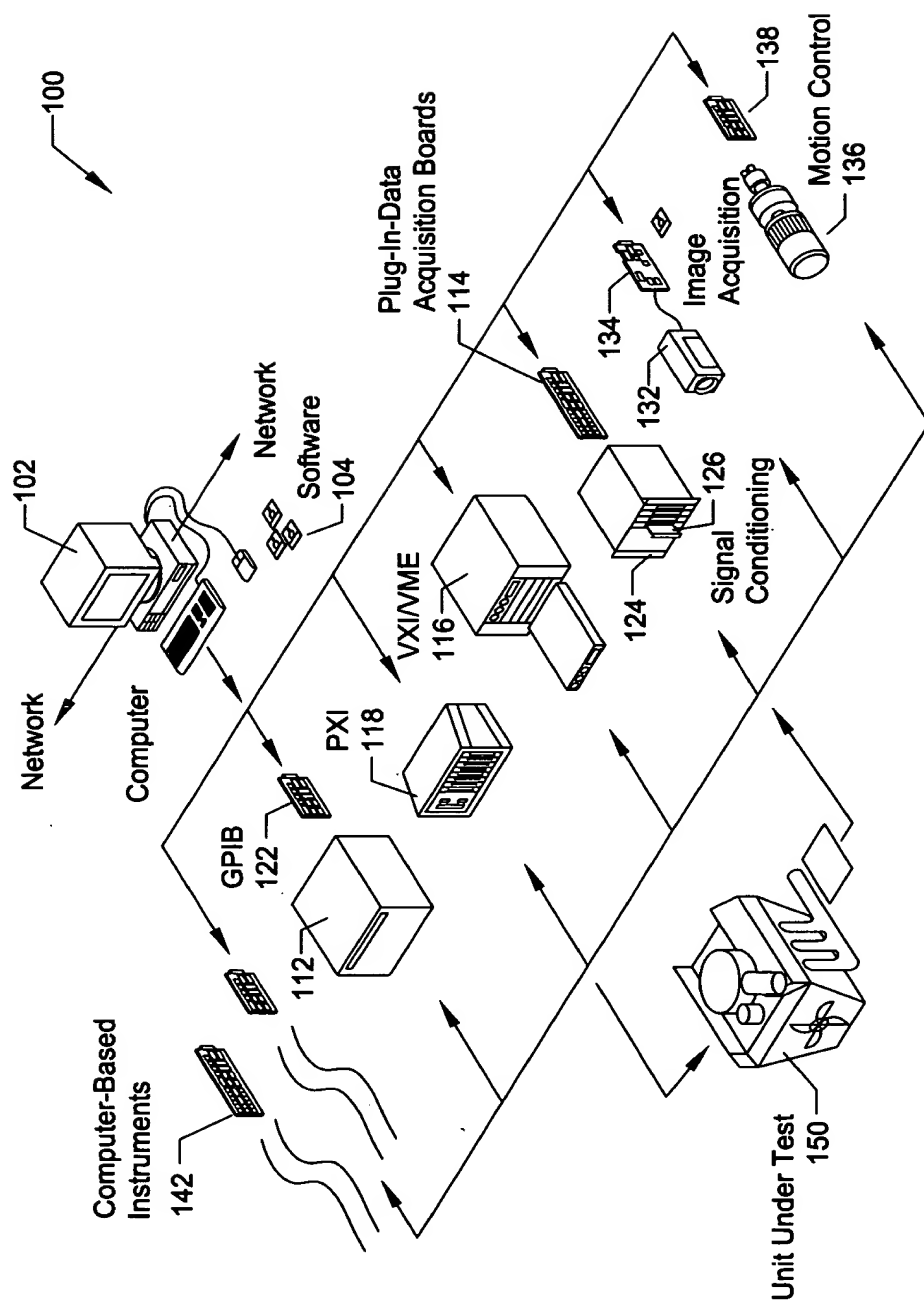


FIG. 1A

FIG. 20" SECTION

12 →

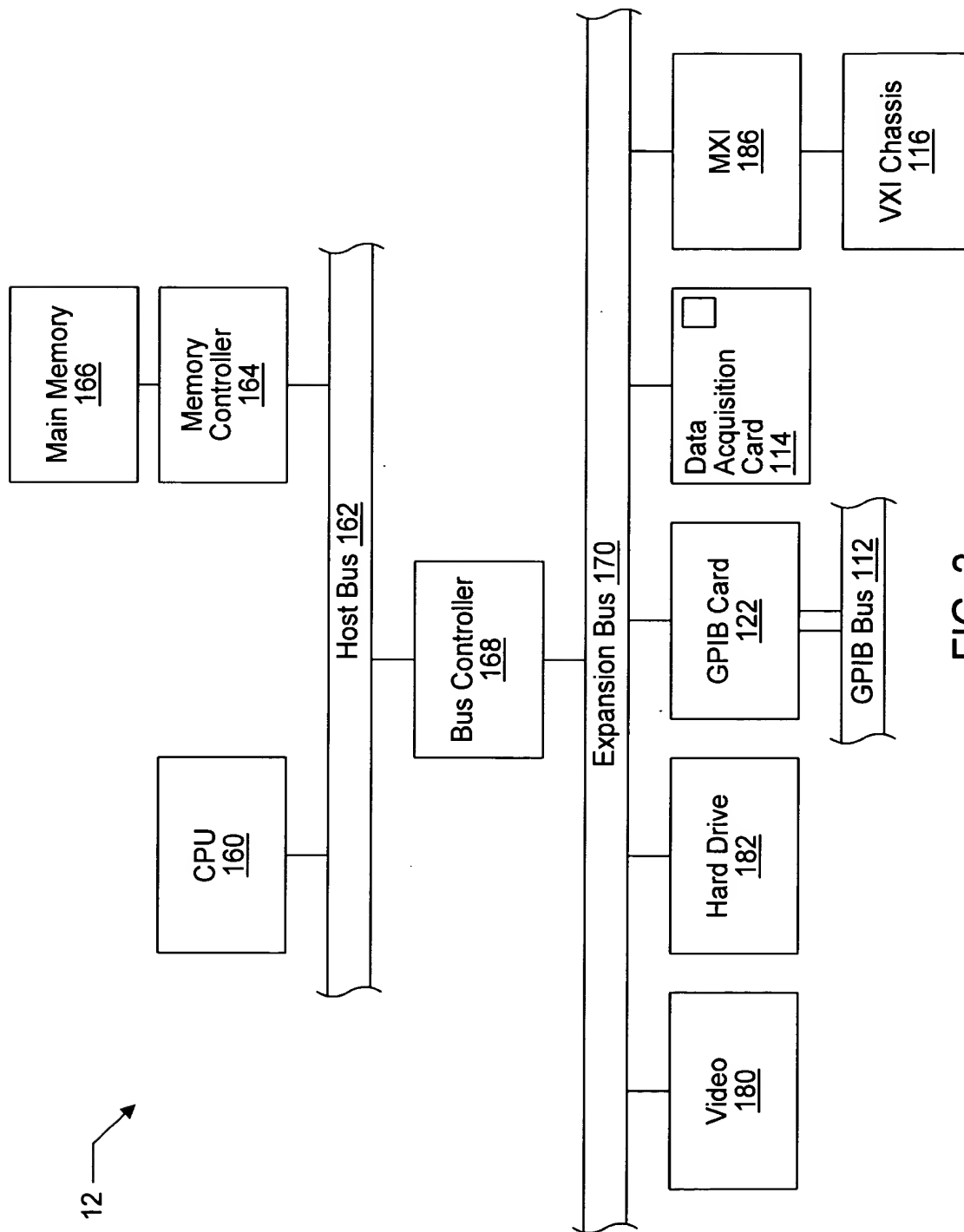


FIG. 2

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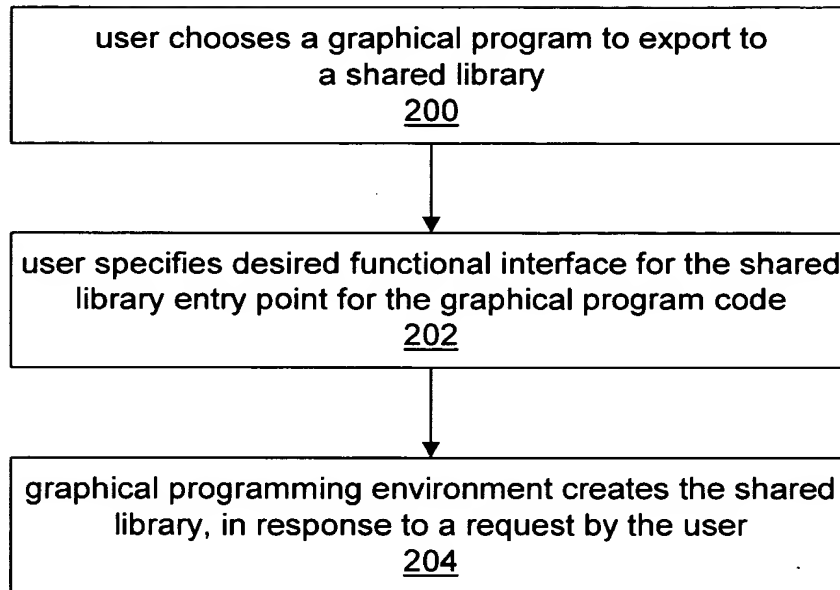


FIG. 3A

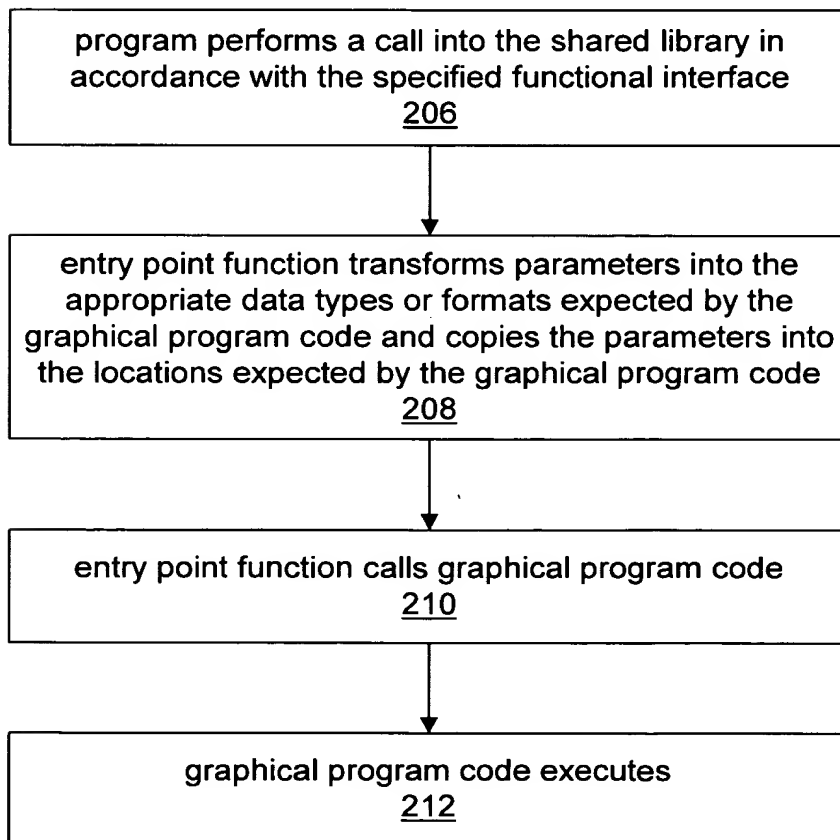


FIG. 3B

00750-00000000

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

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Build Application or Shared Library (DLL) - New script

Target | Source Files | VI Settings | **Application Settings** | Installer Settings

Build target: Shared Library (DLL)

Application name: SharedLib.dll

Destination directory: c:\TEMP\app

Support file directory: c:\TEMP\app\data

Build Options

☒ Single application containing all VIs ☐ Do not compress application (faster load on slow machines)

☒ Small application with external File for subVIs

LLB for other files: c:\TEMP\app\data.llb

Load... Save Save As... New Build Done

FIG. 4A

Build Application or Shared Library (DLL) - New script

Target | Source Files | VI Settings | **Application Settings** | Installer Settings

My Switch Get Path.vi
My Scope Read Waveform.vi
My Scope Configure Vertical.vi

Source file path: D:\VIS\project window\Sample VIs\My Switch Get Path.vi

Add Exported VI...
Add Dynamic VI...
Add Support File...
Add Directory Contents...
Remove File
Define VI Prototype...
Custom Destinations...

Load... Save Save As... New Build Done

FIG. 4B

with 30" separator

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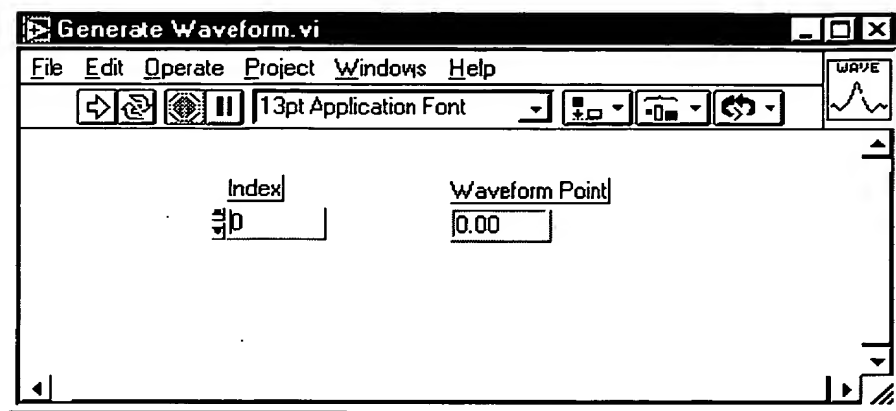


FIG. 5A

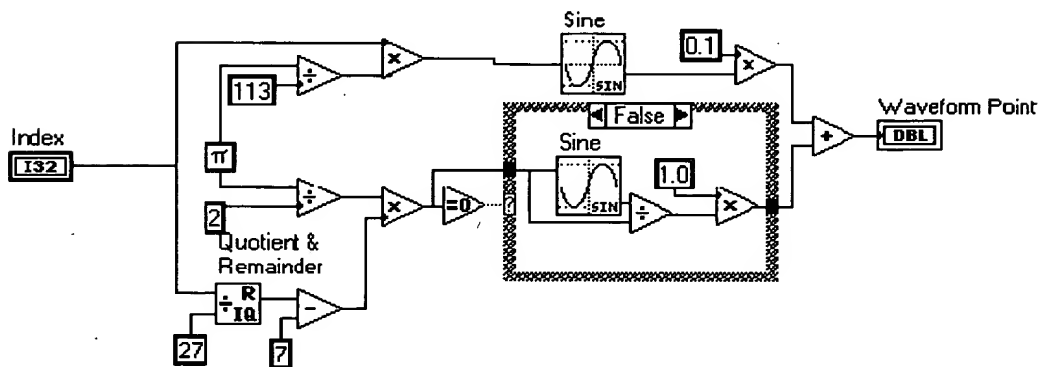


FIG. 5B

004750-9226560

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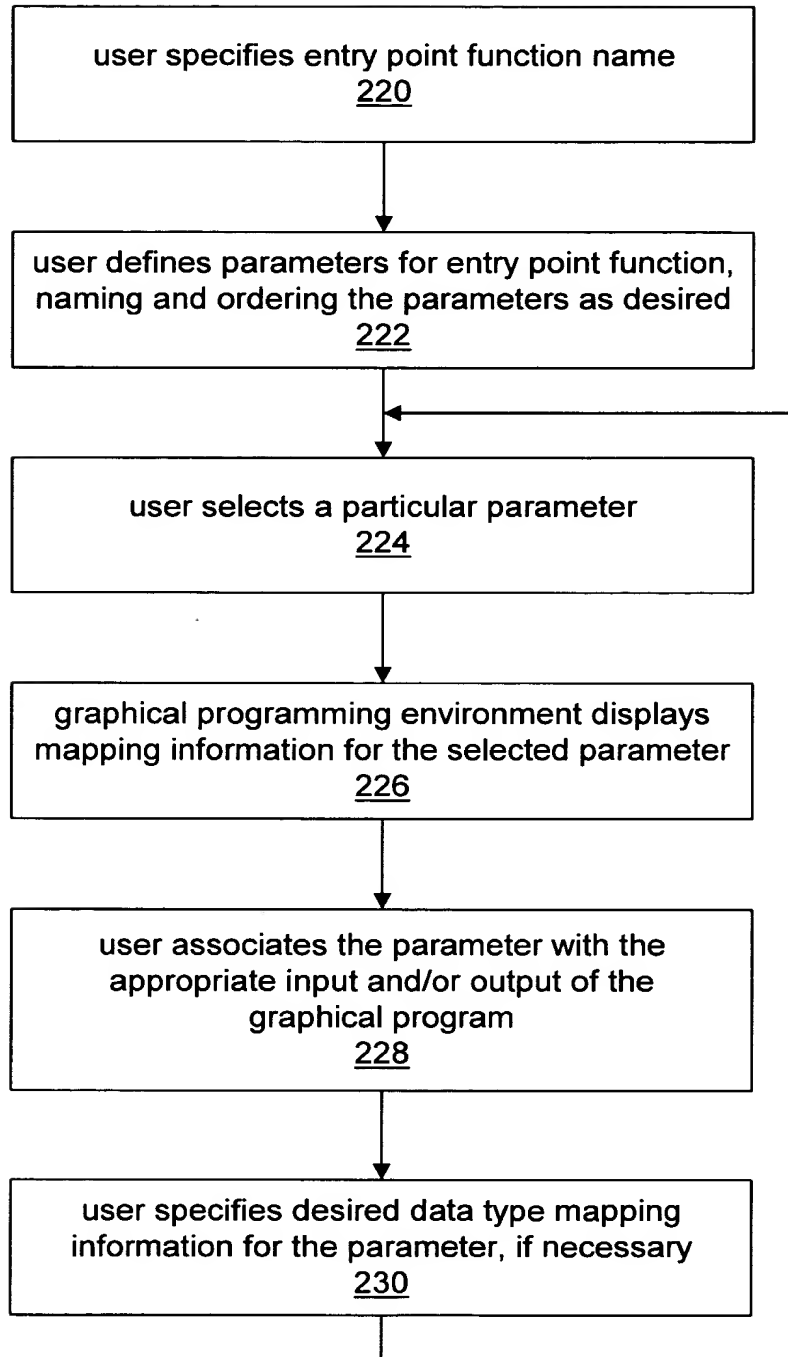


FIG. 6

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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Define VI Prototype

Function Name
MySwitchGetPath

☒ Standard Calling Conventions
☐ C Calling Conventions

Parameters

return value	+ X ↑ ↓
channel2	
channel1	
vi	
pathList	
len	
len2	

Current Parameter

Name	<u>pathList</u>
Param Type	Output
VI Output	pathlist
Pass By	C String Pointer
Length Input	len
Length Output	len2

Function Prototype:

```
void MySwitchGetPath(LStrHandle *channel2, LStrHandle *channel1, int32 vi,  
CStr pathList, int32 len, int32 *len2)
```

OK Cancel

FIG. 7

001130-620000

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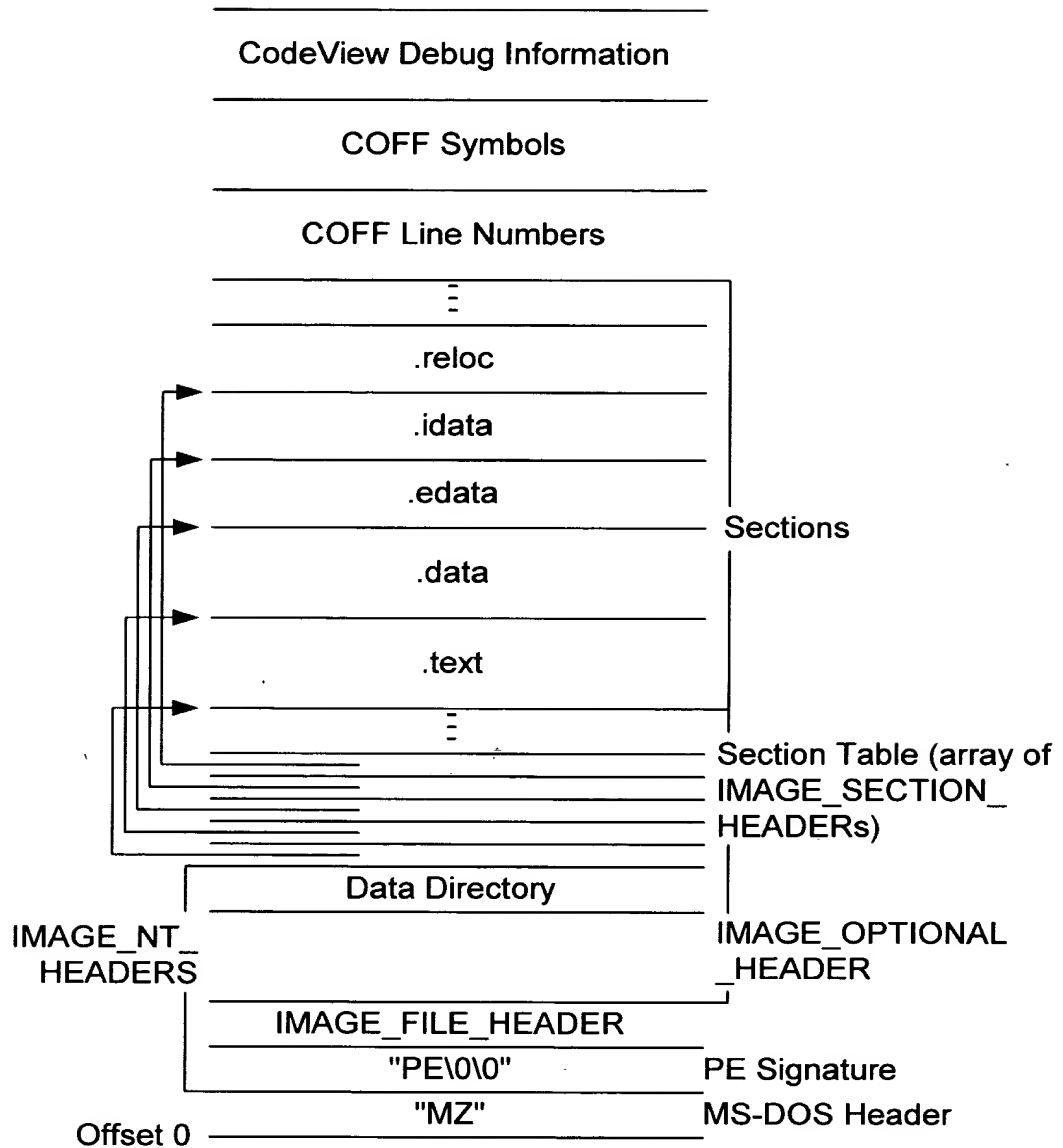


FIG. 9
(PRIOR ART)

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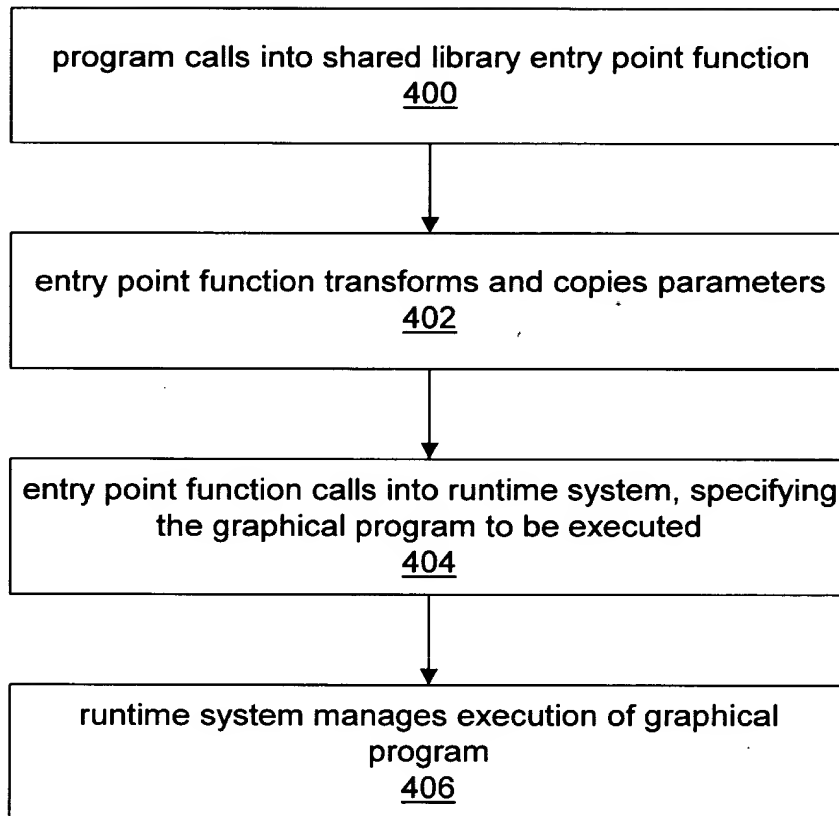


FIG. 10

001150" 001150" 001150"